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World-wide goal for Scottish games industry

BUSINESS BYTES

THE Scottish games development community has celebrated the conclusion to its talent-fostering inititiative, the Games Developer UK 98 competition. The winners were announced recently at an dinner held in Stirling Castle.

From the original pool of more than 600, a panel of experts whittled the entries down to five winners. Entries were judged against criteria including originality, creativity and playability.

Chris Chadwick, from Yeovill was presented with the top overall prize of £5000 for his entry "Blitter Boy in Operation Monster Mall". Many of the industry figures present at the awards believe that Chris has an excellent chance of achieving his ambition which is to have a career in games development.

The competition was the brainchild of the SGA and Scottish Enterprise who used an e-mail launch directly to 50,000 students and a specially constructed website to provide further information

All in the game: award winners and competition organisers after the ceremony in Stirling Castle recently.

to potential entrants.

Ray Macfarlane of Scottish Enterprise, said: "Software development is one of Scotland's fastest growing sectors and entertainment software is a hugely important element within that. The companies that make up the SGA represent Scotland's future – a future where indigenous Scottish firms are capable of employing their talents and skills to compete and succeed on the global stage."

Other award winners were Richard Gatehouse and Andy Southgate for best game, they won £500 each; Inga Paterson for best artwork/animation, £1000; Stuart Graham, best game design, £1000 and Kenny McAlpine, best audio, £1000.

It is hoped that the Games Developer UK competition will go on to become an annual event with adequate sponsorship.
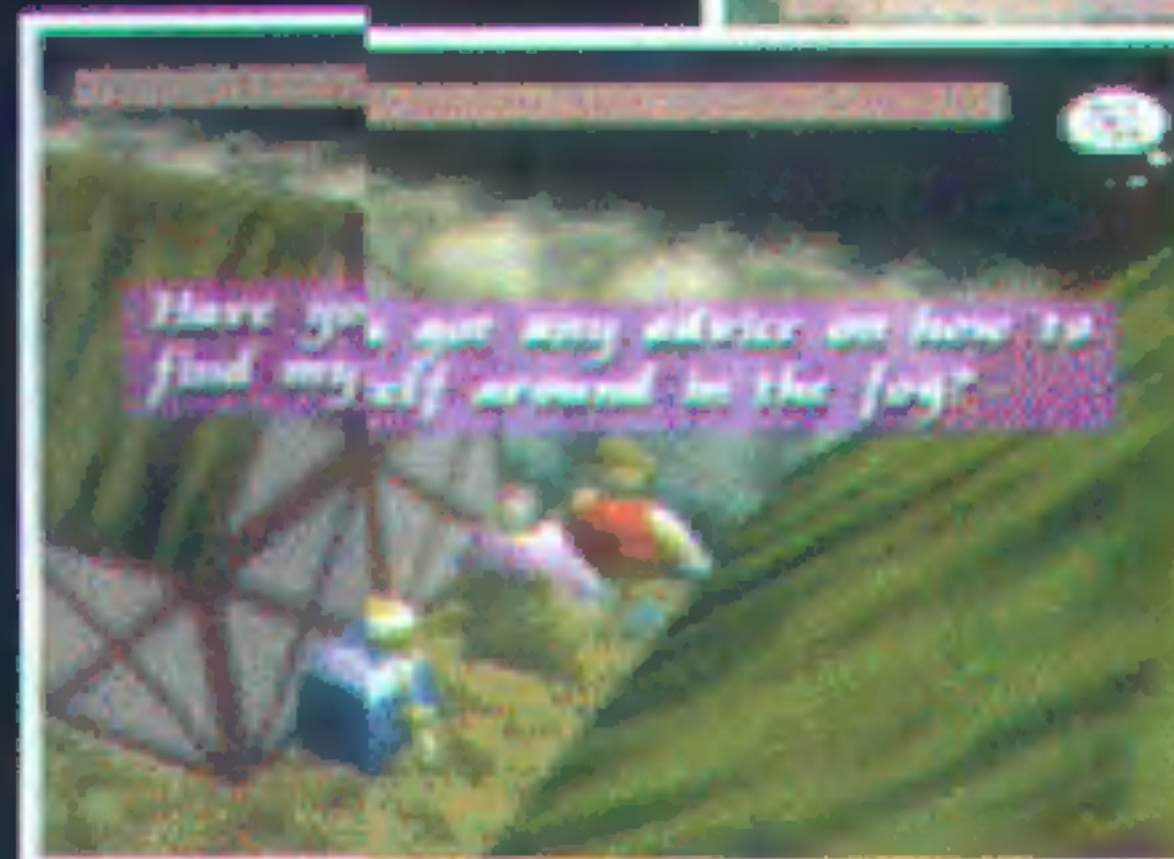
Further details of the competition can be found at www.gduk.co.uk and the Scottish Games Alliance website is www.scottigames.org

Loser/winner

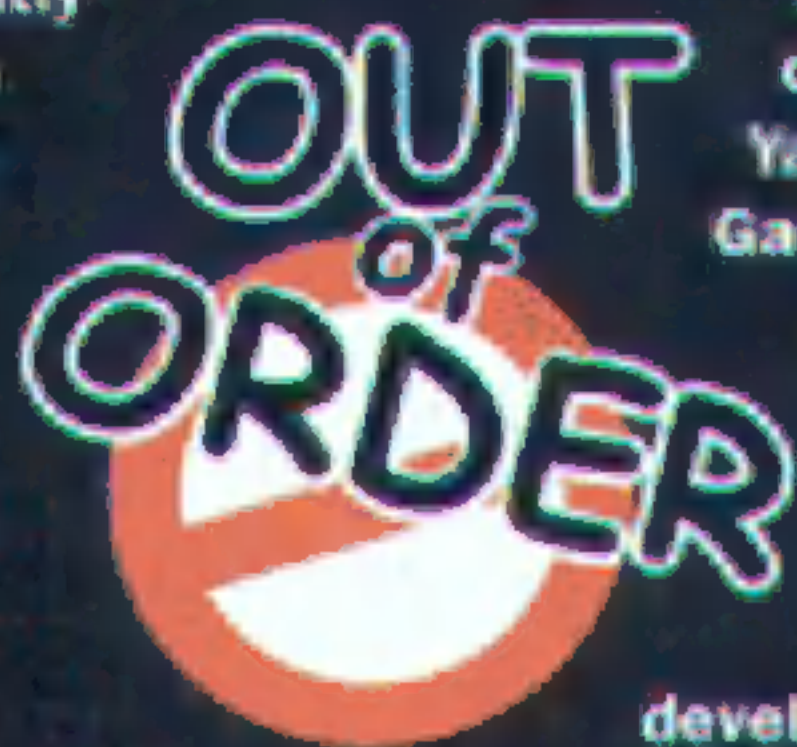## Chris Chadwick wins amateur national game programming competition

Another entry: Come Baa, sheep chasing without the love interest

Programmers have, rightly or wrongly, often been given a bad name and been branded bores, misfits or pranksters. To Chris Chadwick, however, this matters not as he's now £6,000 richer and is Game Developer of the Year for 1998.

Chris's game, Blitter Boy,

actually won in two categories – Best Net Yaroze game and Best Overall Game. His entry topped the pile of over 150 entries submitted on all formats. The awards ceremony was held at Stirling Castle on November 5.

Net Yaroze, in case you're new to the PlayStation is a home development kit that anyone can get hold of – Chris, who used to program in BASIC in the

Adventure game, the most imaginatively titled one

days of the ZX81 learned how to program in C (which is what the Net Yaroze uses) and won the Developer competition despite his game still being at an early stage. Well done, Chris, but try and get out a bit more from now on, eh?

Blitter Boy, the winner of Best Net Yaroze game (they have different standards)